

**Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

Claims 1 to 22. (Cancelled)

23. (Currently Amended) A method of conducting a wagering game, comprising:
- receiving a wager to play the wagering game;
  - ~~defining~~ displaying a plurality of movable objects;
  - ~~defining~~ displaying a plurality of possible destinations to which the moveable objects are movable;
  - defining a plurality of possible different movement patterns for moving the objects to the destinations, ~~said~~ the movement patterns including direct movement patterns and evasive movement patterns;
  - for a given one of the objects, assigning probabilities to the respective possible movement patterns and selecting one of the possible movement patterns based on the assigned probabilities; and
  - displaying the plurality of objects ~~object going moving to the plurality of possible destinations in accordance with the respective selected movement patterns, the combination of each moveable object and the associated destination to which the moveable object moves indicating a certain payout award. selected one of the destinations in accordance with the assigned movement pattern.~~
24. (Original) The method of claim 23, further including selecting the one of the destinations, the assigned probabilities for the given object being determined by the selected destination.

25. (Original) The method of claim 24, wherein the step of selecting the one of the destinations includes randomly selecting the one of the destinations from the plurality of possible destinations.

Claims 26 to 50. (Cancelled)

51. (New) A method of conducting a wagering game, comprising:  
receiving a wager to play the wagering game;  
displaying a plurality of possible outcomes associated with respective payouts;  
randomly selecting one or more of the possible outcomes;  
displaying a plurality of objects that are ostensibly similar, each object being movable to  
a respective randomly selected outcome;  
assigning to each object at least one of a plurality of possible different behaviors  
depending upon the respective randomly selected outcome;  
moving the plurality of objects to the respective randomly selected outcomes;  
while the moveable objects are moving to the respective randomly selected outcomes,  
displaying the behaviors assigned to the respective objects; and  
awarding the payouts associated with the respective randomly selected outcomes to  
which the objects move.

52. (New) The method of claim 51, wherein each randomly selected outcome is associated with one or more of the possible behaviors.

53. (New) The method of claim 51, wherein for each object, the assigning includes assigning probabilities to the possible different behaviors depending upon the randomly selected outcome for that object such that the randomly selected outcome determines the assigned probabilities, and assigning the at least one of the plurality of possible different behaviors to the object based on the assigned probabilities.

54. (New) The method of claim 53, wherein the assigned probabilities for at least two of the randomly selected outcomes are different.

55. (New) The method of claim 51, wherein the plurality of possible behaviors include a plurality of evasive movement patterns by which one of the objects moves to its respective selected outcome along an indirect path.

56. (New) The method of claim 51, wherein the plurality of possible outcomes are respective possible destinations.

57. (New) The method of claim 51, wherein the moving is free of control of a player of the wagering game.

58. (New) A method of conducting a wagering game, comprising:  
receiving a wager to play the wagering game;  
randomly selecting a plurality of outcomes;  
defining a plurality of movable objects;  
associating with each object at least one of the plurality of outcomes;  
assigning to each object at least one of a plurality of possible first behaviors unrelated to the associated outcome;  
assigning to each object at least one of a plurality of possible second behaviors related to the associated outcome; and  
moving the moveable objects and displaying the first and second behaviors assigned to the objects.

59. (New) The method of claim 58, wherein the plurality of possible first behaviors are idle behaviors.

60. (New) The method of claim 59, wherein the idle behavior for each object occurs before the moving of that object.

61. (New) The method of claim 58, wherein the plurality of outcomes are destinations, and wherein the plurality of possible second behaviors include a plurality of movement patterns for moving the objects to the associated destinations.

62. (New) The method of claim 58, wherein the plurality of outcomes are associated with respective payouts.

63. (New) The method of claim 58, wherein the assigning to each object at least one of a plurality of possible second behaviors related to the associated outcome includes assigning probabilities to the possible second behaviors depending upon the associated outcome for that object such that the associated outcome determines the assigned probabilities, and assigning the at least one of the plurality of possible second behaviors to the object based on the assigned probabilities.

64. (New) The method of claim 63, wherein the assigned probabilities for at least two of the associated outcomes are different.

65. (New) The method of claim 61, wherein the plurality of movement patterns including one or more evasive movement patterns for moving an object to its associated destination along an indirect path.

66. (New) A gaming apparatus for conducting a wagering game, comprising:

a value input device for receiving a wager to play the wagering game;

a display; and

a processor coupled to the display and operative to

cause the display to display a plurality of possible outcomes associated with respective payouts, one or more of the plurality of possible outcomes being randomly selected outcomes,

cause the display to display a plurality of objects that are ostensibly similar, each object being movable to a respective randomly selected outcome,

assign to each object at least one of a plurality of possible different behaviors depending upon the respective randomly selected outcome,

while the moveable objects are moving to the respective randomly selected outcomes, cause the display to display the behaviors assigned to the respective objects, and

award the payouts associated with the respective randomly selected outcomes to which the objects move.

67. (New) The apparatus of claim 66, wherein each randomly selected outcome is associated with one or more of the possible behaviors.

68. (New) The apparatus of claim 66, wherein for each object, the assignment of possible different behaviors is based on probabilities associated with randomly selected outcome for that object such that the randomly selected outcome determines the assigned probabilities, the assignment of the at least one of the plurality of possible different behaviors to the object is based on the assigned probabilities.

69. (New) The apparatus of claim 68, wherein the assigned probabilities for at least two of the randomly selected outcomes are different.

70. (New) The apparatus of claim 66, wherein the plurality of possible behaviors include a plurality of evasive movement patterns by which one of the objects moves to the respective selected outcome along an indirect path.

71. (New) The apparatus of claim 66, wherein the plurality of possible outcomes are respective possible destinations displayed on the display.

72. (New) The apparatus of claim 66, wherein the movement of objects is free of control of a player of the wagering game.

73. (New) The apparatus of claim 66, wherein the processor is operative to determine the

randomly selected outcomes.

74. (New) The apparatus of claim 73, wherein the randomly selected outcomes are destinations displayed on the display.